VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE SPECIFICATION:

--This application is the U.S. national-phase application of PCT International Application No. PCT/AU98/00885.--

IN THE CLAIMS:

1.   A method for adapting a legacy software application developed for an environment comprising a centralized computing resource interconnected to a series of computer terminal devices to a network environment wherein said network comprises a system of distributed, interconnected network computing resources, said method comprising the steps of:

creating translatable source code and executable code for said initial legacy software application [and ;]and;

utilizing said translatable source code to produce a series of software components, said components being executable by at least one of said computing resources in said network environment, and wherein upon execution, said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission of receipt of information to and from said legacy software application.

2.   A method in accordance with claim 1 wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the step of producing the series of software components further comprising generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the interface specification definitions.

3.   A method in accordance with claim 2, wherein the interface software components are arranged to generate forms corresponding to forms generated by the legacy software application.

4.   A method in accordance with [any previous] claim 1, comprising the step of generating client interface components, the client interface components being arranged to interact over the network with the legacy software application.

5.   A method in accordance with claim 4, the client interface components include a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

6.   A method as claimed in [any previous] claim 1, wherein said series of software components are loadable and executable by an Internet Browser.

7.   A method as claimed in [any previous] claim 1, wherein said series of software components comprise Java code applets.

8.   A method as claimed in [any previous] claim 1, wherein said series of software components are executable by scripting languages running on said network computing resource.

9.   A method as claimed in [any previous] claim 1, wherein said translatable source code includes a series of data fields and said series of software components include object oriented methods for setting or obtaining values of said series of data fields.

10.   A method as claimed in [any previous] claim 1, wherein said network environment comprises the Internet network.

11.   A method as claimed in [any previous] claim 1, wherein said network environment utilizes TCP/IP transfer protocols.

12.   A method as claimed in [any previous] claim 1, wherein said translatable source code is written in a 4GL language.

13.   A method as claimed in claim 12 wherein said translatable source code is written in the LINC language.

14.　　A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for adapting a legacy software application developed for an environment comprising a centralized computing resource interconnected to a series of computer terminal devices to a network environment wherein said network environment comprises a system of distributed, interconnected network computing resources, said method comprising the steps of:

creating translatable source code and executable code for said initial legacy software application and;

utilizing said translatable source code to produce a series of software components, said components being executable by at least one of said computing resources in said network environment, and wherein upon execution, said computing resources in said network environment, and wherein upon execution, said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission of receipt of information to and from said legacy software application.

15.　　A program storage device in accordance with Claim 14, wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the method further comprising the step of generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the screen format.

16.　　A program storage device in accordance with claim 15, wherein the interface software components are arranged to generate forms corresponding to forms generated by the legacy software application.

17.   A program storage device in accordance with [any one of] claim[s] 14[- 16], the method further comprising the step of generating client interface components, the client interface components being arranged to interact over the network with the legacy software application.

18.   A program storage device in accordance with claim 17, wherein the client interface components include a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

19.   A program storage device in accordance with [any one of] claim[s] 14, [to 18] wherein said series of software components are loadable and executable by an Internet Browser.

20.   A program storage device in accordance with [any one of] claim[s] 14; [to 19] wherein said series of software components comprise Java code applets.

21.   A program storage device in accordance with [any one of] claim[s] 14, [to 20] wherein said series of software components are executable by scripting languages running on said network computing resource.

22.   A program storage device in accordance with [any one of] claim[s] 14, [to 21] wherein said translatable source code includes a series of data field and said series of software components include object-oriented methods for setting or obtaining values of said series of data fields.

23.   A program storage device in accordance with [any one of] claim[s] 14, [to 22] wherein said network environment comprises the Internet network.

24.   A program storage device in accordance with [any one of]claim 14, [to 23] wherein said network environment utilized TCP/IP transport protocols.

25.   A program storage device in accordance with [any one of] claim[s] 14, [to 24] wherein said translatable source code is written in the LINC language.

26.   A program storage device in accordance with [any one of] claim[s] 14, [to 25] wherein said terminal screen definitions as written in a screen control language.

27.   A method for adapting a 4GL legacy software application including template definitions from which a legacy software application can be generated, comprising the steps of:

utilizing said template definitions to produce a series of software components, said components being executable by at least a computing resource in a network environment comprising a system of distributed, interconnected network computing resources, and wherein upon execution, said computing resource is caused to interconnect with the 4GL legacy software applications so as to interact with the legacy application in the transmission and receipt of information to and from the legacy application.

28.   A system for adapting a legacy software application developed for environment comprising a centralized computing resource interconnected to a series of computer terminal device to a network environment, wherein said network environment comprises a system of distributed, interconnected network computing resources, the system comprising:

means for creating translatable source code and

executable code for said initial legacy software applications and;

means utilizing said translatable source code to produce a series of software components, said components being executable by at least one of said computing resources in said network environment, and wherein upon execution,

said computing resource is caused to interconnect with the executable code of said legacy software application over said network so as to interact with said legacy software application in the transmission or receipt of information to and from said legacy software application.

29.   A system as claimed in claim 28, wherein the legacy software application includes interface specification definitions which include definitions of screen formats, the means for producing this series of software components including means for generating a series of user interface software components from the screen format definitions, the user interface software components being arranged for execution on the network computing resource to provide a graphical user interface providing at least data entry and display facilities of the interface specification definition.

30.   A system in accordance with claim 29, wherein the interface software components are arranged to generate forms corresponding to forms generated by the legacy software application.

31.   A system in accordance with [any one of] claim[s] 28 [to 30], the means for producing the series of software components, including means for generating client interface components, the client interface components being the range to interact over the network with the legacy software application.

32.   [a]A system in accordance with claim 31, the client interface components including a user input object which is arranged to receive data input by a user of the network computing resource and transmit the data to the legacy application, over the network.

33.   A system in accordance with [any one of] claim[s] 28 [to 32], wherein said series of software components are loadable and executable by an Internet Browser.

34.   A system in accordance with [any one of] claim[s] 28 [to 33], wherein the series of software components comprise Java code applets.

35.   A system in accordance with [any one of] claim[s] 28 [to 34], wherein said series of software components are executable by scripting languages running on said network computing resource.

36.   A system in accordance with [any one of the] claim[s] 28 [to 35], wherein said translatable source code includes a series of data fields

and said series of software components include object orientated methods for setting or obtaining values of said series of data fields.

37.   A system in accordance with [any one of] claim[s] 28 [to 36], wherein said network environment comprises the Internet network.

38.   A system in accordance with [any one of] claim[s] 28 [to 37], wherein said network environment utilizes TCP/IP transfer protocols.

39.   A system in accordance with [any one of] claim[s] 28 [to 38], wherein said translatable source code is written in at 4GL language.

40.   A system in accordance with [any one of] claim[s] 28 [to 39], wherein said translatable source code is written in the LINC language.